Matthew Surdej

Project Analysis

“Urban Frogger” (working title)

1. Market Review- One game that is close to the concept of my game is *Frogger*, by Konami Digital Entertainment for the IOS. One thing this did right was imported the original game to the IOS, and tried to introduce new ways of playing the game, such as Frogger Inferno, where the player cannot go back the way they came. They also added a scoreboard where you can see how your friends did compared to you. While this does add some new life to the game, it did have a few problems with the player lagging in response to the movement. My work will differentiate from this because it will diverge more from the original game of Frogger than this game has.

Another game that is close to the concept of my game is *Frogger 3D* for the Nintendo DS. One thing that the game did right was that it expanded on some of the mechanics of Frogger, giving him power-ups and new environments. However, the graphics of the game look secondhand, and the difficulty of the game ramps up dramatically after a few levels, and the levels felt aggravating. My game will differ from this in the fact that it will stay in one environment, and have a more cohesive story to tie moving around the map together.

Another game that I looked at was *grand Theft Auto*, for the Playstation and PC. One thing the game did right was that it allowed player freedom at almost every turn, letting the player decide when and how to do many tasks. However, the game was also very violent. I will differentiate from this game by not having my game be as violent as *Grand Theft Auto*, but still using some elements of it.

1. Technology Review- The technology I will be using for this project is the Unity Engine. The biggest drawbacks I have found to the Unity Engine is going to be coding in C#, something I have little to no prior experience in, and version control for Unity, which I do not believe will apply to this project. As for solutions to these problems, I will look to resources such as the Unity community, friends, and Unity teachers to try and solve my coding issues.
2. Creative Direction- For a camera angle, I’ll be using a top down view much like the other Frogger games. As for character inspiration, I’ll be using a character that came from my high school acting teacher named Marvin for my main character. Marvin will be called by his wife while out doing the errands every so often, telling him to pick up something else.